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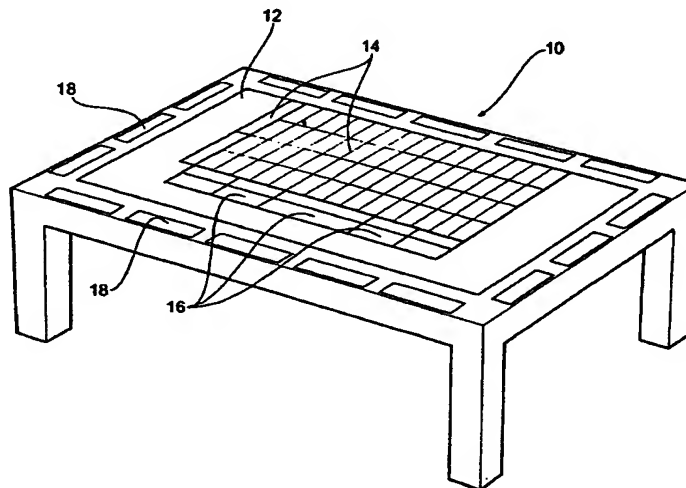
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(54) Title: GAME METHOD AND APPARATUS



(57) Abstract: A game playing apparatus is described that displays in an image space (12) an aspect of a playing environment and overlays on the image space zones (14, 16) that have relevance to the playing environment. An event occurs in the playing environment in a delineated zone. A game participant is able to mark (18) with a marker a zone or zones before the event in anticipation of a reward if they mark the zone in which the event occurs. Their reward may be set by predetermined odds available before the event or a portion of pooled wagers. The playing environment may be a live event, a live sporting event or a pre-planned scenario. The image space (12) may only be a representation of the playing environment or an aspect of the playing environment. The game participant may wager remotely of the game apparatus with remote control devices that allow them to mark and wager. The remote control device may be built into other devices such as mobile telephone handsets etc.

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